

PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE





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2E

ROD OF SUMMONING OOZE

ITEM 9

Call of the Cube. By channeling the rod's power, you can expend 4 charges of the rod simultaneously to call forth a Gelatinous Cube. The massive entity manifests in an unoccupied space within 60 feet of you, pulsating with an insatiable desire to engulf anything in its path.

The summoned creature attacks your enemies to the best of its ability. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands.

The creatures vanish in a pool of acid after 1 minute, you dismiss them, or they are destroyed. Any creature that moves to the pool of acid for the first time on a turn or start its turn there takes 2d10 acid damage.

Curse of Corrosion. Should you expend the rod's final charge, roll a d20. On a result of 1, the rod starts to corrode rapidly, dripping with acid, until it disintegrates, leaving nothing but the stench behind.